SCHOOL GAMES FEDERATION OF INDIA
RULES & REGULATION BOOK
CHOIKWANGDO

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Choi Kwang Do Competition

Policies and Procedures

Article No.-1

Introduction

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Article No.-2

Goal:

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Article No.-3

Note :- ALL THE SPEED DRILL & PATTERN RULES ARE NOT APPLY IN SCHOOL GAMES FEDERATION OF INDIA, SGFI IS APPROVED AIR SHIELD DRILL ONLY. ORGANISER'S STATE/UT/UNIT AND PARTICIPANTS PLAYERS ARE FOLLOWS.

Dress Code

(a) Official Dress:-

- All the officials must wear sky blue shirt, black trouser, black coat and a tie of navy blue color.
- Black colored leather shoes and socks.
- Female officials may use hair clip.
- Male officials must have their hair cut

Note: - Coat can be used in winters only.

(b) Participants Dress:

- Participants should wear Choi Kwang Do uniform which can be red upper & black lower or white upper & white lower with patches.

Note : Participants are not allowed to wear rings, chain & other valuable accessories.

Nails should be cut. They are not allowed to wear other martial art's uniform.

Article No.-4

Events of Competition

Name of Competition will be SGFI competition. There are three events of competition in Choi Kwang Do. Participants can participate in one event only. They are:-

· Air shield drill · Pattern · Speed drill

Article No.-5

Air shield Grid (Arena)

1)	2 Chief Jury	2)	Time Keeper	3)	Announcer
4)	Red Corner Air shield holder	5)	Blue Corner Air Shield holder	6)	Red Corner Participant
7)	Blue Corner Participant	8)	Center referee	9)	2 Corner Judges

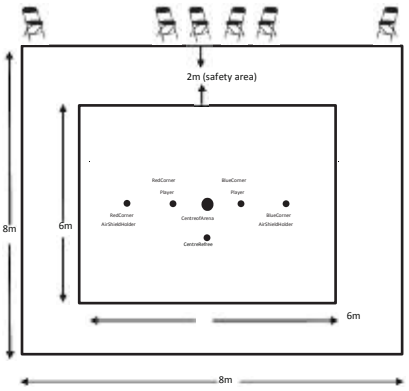
Article No.-6

Details of Officials

There will be 4 judges, 1 time keeper, 1 announcer, 2 air shield holders.

Positions:-

1. Front table will have 2 chief jury, 1 time keeper & 1 announcer.
2. 2 Air shield holders & 1 center referee in the arena.
3. 2 corner judges will be on two corners.



Note:

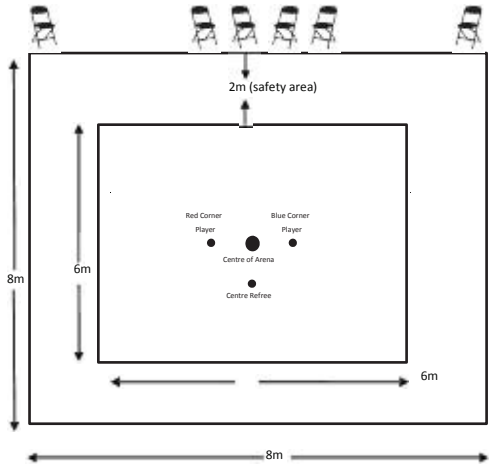
1. **Two air shield holders & referee will be rotated after every 10 bouts.**
2. **Air shield holders will be equal to or higher rank than the participant.**
3. **Participants from same team should not hold air shields for fellow team participants to avoid unfair advantage.**

Article No.-7

Grid (Arena) Description (Air shield Drill)

1. The arena must be of square shape. Area of the arena will be of 8*8 sqm. Out of which 6*6 sqm. will be playing area and 2*2 will be safety area.
2. Referee line will be at the distance of 1m. from the center of arena in the direction of the referee.
3. Participant's line will be at the distance of 1/2m. from the center of arena in the direction of each player.
4. Distance between participants is 1m.
5. Distance between referee & air shield holder are 2.23m.
6. Front table will have 2 chief jury, 1 time keeper & 1 announcer.
7. There will be 2 corner judges on the other 2 corners.
8. Air shield holders will be at the distance of 1.5m from the participants.
9. Air shield holders are separated at the distance of 4m.
10. Referee will always face to chief jury/chief referee.
11. Participants will face to air shield holders.
12. Area of the arena must be flat & devoid of hazards.
13. Mats should be used in the arena for the safety of players.

14. Air Shield holders will hold the air shields of blue & red color at their positions.



Article No.-8

(ARTICLE NO.8 DELETED)

1. Two Chief Jury
2. Announcer
3. Red Corner Participant
4. Blue Corner Participant
5. Center Referee
6. Two corner Judges
7. Time Keeper

Article No.-9

Details of Officials

There will be 4 judges, 1 announcer & 1 referee.

Positions

1. Front table will have 2 chief jury, 1 announcer & 1 time keeper.
2. 1 center referee in the arena.
3. 2 corner judges will be on 2 corners.

Article No.-10

(ARTICLE NO. 10 DELETED)

1. Arena will be of square shape. Area of arena will be of 6x6 sqm.
2. Referee line will be at the center of arena.
3. Participant's line will be at the distance of 1.41m from the center of arena in the direction of each player.
4. Distance between participant is 2m.
5. Distance between referee and participant is 1.4m. (Approx)
6. Referee and participants will face to chief jury.
7. Area of arena must be flat and devoid of hazards.
8. Mats should be used in the arena for the safety of players.

Article No.-11

Weight Category of Air Shield Drill

U-14 Girls/Boys Weight Category	U-17 Girls/Boys Weight Category	U-19 Girls/Boys Weight Category
24 Kg to 28 Kg	33 Kg to 36 Kg	42 Kg to 45 Kg
28 Kg to 32 Kg	36 Kg to 39 Kg	45 Kg to 48 Kg
32 Kg to 36 kg	42 Kg to 45 kg	48 kg to 51 Kg
36 Kg to 40 Kg	45 Kg to 48 Kg	51 Kg to 54 Kg
40 kg to 44 kg	48 kg to 51 kg	54 Kg to 57 Kg
44 Kg to 48 Kg	51 Kg to 54 Kg	57 Kg to 60 Kg
48 Kg to 52 kg	54 Kg to 57 Kg	60 Kg to 63 Kg
52 kg to 56 Kg	57 Kg to 60 Kg +60 Kg	63 kg to 66 kg 66 kg to 69 kg +69 Kg

1 If the weight of a player increases in fraction, he can't shift in the next weight category.

· For Example- In weight category -24-28 kg If a player is of 28.5 Kg then he/she can't play in next weight category 28-32 Kg.

2 There are 8 weight categories in U-14, U-17, U-19 of Boys/Girls in air shield drill.

3 All the participants have to show their age proof before the competition starts.

5 A student can participate in one weight category in one event only in all level of competitions.

6 Student will get relaxation of ½ Kg and will be adjusted in the given weight category due to differences in weighing machines and pre intake of food.

7 Student can't participate in his next weight category as per SGFI rules.

Article No.-12

Players:

Willing any player can't play directly national championship without playing district and state championship. He/she has to go step by step, firstly district then state and national. 54 players can participate in which 27 are boys/girls each.

Article No.-13

Call- Up of the Players

1. The players will be called before 10 minutes ahead of bout time to be ready for the next bout by the officials.
2. After 3 calls, if player does not come to the ring for his/her bout, player will be disqualified.

Article No.-14

Commands of Central Referee

1.	Char-riot	--	Attention
2.	Kyung -yae	--	Bow
3.	Pilseung	–	winning attitude
4.	Bah-ro	--	Back to the position
5.	Joon-bee	–	Parallel stance.
6.	See-jahk	-	Begin

Article No.-15

Misconduct

Abusive languages & misbehavior with the officials & other team player & opponent will be declared as misconduct.

Article No.-16

Panel of Referee & Judge

1. National referee and judges should be appointed by the technical committee of the School Games Federation of India.

2. National referees and judges must be master instructors (5th Dan and above), then 4th, 3rd, etc. irrespective of gender (male or female). They must not be colour belts.
3. They should clear their CFI referee examination.
4. Referees will be categorized in 4 grades A, B, C & D on the basis of their knowledge about CKD, marks in referee exam and Performance in previous national competitions

Article No.-17

Power & Duty of the Judges and chief jury

1. Chief jury & side judges should record the points of the players.
2. At the end of bout, corner judges must hand over their score sheets to the central referee. Central referee will handover it to center judge.
3. The chief jury can indicate to referee about the winner to declare it.
4. Corner Judges will mention their ID numbers, age & weight categories and along with their initials in the score sheets.
5. If referee misses any foul then any of the judges have right to remind him during bout.
6. During the event, judges will mention the point in score sheet not any mark or sign to calculate the points.

Article No.-18

Power & Duty of Referee

1. Only referee will conduct the bout inside the arena.
2. Referee should know the rules and strictly observe fair play.
3. Maintain the discipline during whole contact.
4. To check the uniform of participants.
5. At the end of the bout, he should collect score sheets from the side judges & he/she should hand over the score sheets to the chief jury.
6. If the air shields have any kind of defects, referee can intervene & replace the defective equipment.
7. Referee start the bout after all the officials be ready for their further duties.
8. Declare the winner or position of the participant as per the indication of center judge by pointing his hand to the particular participants.
9. He should indicate to a player by suitable explanatory sign in an official language, any infringement of the rules and which punishment should be issued or not.
10. In case of any disqualification, referee should do discussion with all the judges.
11. To terminate a contest at any stage if the referee considers the players are not in earnest. In such cases he/she can disqualify both players.
12. Referee has to concentrate on or wait for the timekeeper's whistling after he/she will stop the player.
13. Referee should change after every 10 bouts.
14. Referee should check out the score sheets of side judges whether it is fully filled or not.

Article No.-19

Status of Judges & Referee

Judges & referees should be the master instructors who were already recognized or identified by C, Choi Kwang Do Martial Art School of Education and School Games Federation of India (SGFI).

Article No.-20

Status & Power of chief jury

1. He/she should be a person who is approved by Choi Kwang Do Martial Art School of Education and School Games Federation of India (sgfi).
2. There would be 2 center judge/Chief Jury outside the arena.
3. He/She should check the points in the score sheets and declare the winner according to the majority of the side judges and correlate with his own judgment and then give the decision.
4. Chief jury has the power to disqualify any defaulting players.
5. She/he can settle the problem arising out of any dispute during the bout.
6. The decision of chief jury will be last & final for the bout.

Note :- None of the participants or concerned person of his/hers team is allowed to come on the chief jury's table and object their decisions. If this kind of misconduct is done, then strict actions will be taken by the tournament director.

Article No.-21

Power and Duty of Tournament Director

1. If there is any violation of rules created by any team, Tournament director has a right to disqualify them.
2. In case of any objection, team will have to go to tournament director to solve the disputes.
3. After wards, technical committee in the presence of tournament director will take an action and will do enquiry of that particular event and will solve the problem.
4. Tournament director will give decision according to the rules of SGFI.

Article No.-22

Time Keeper

1. She/he should operate the stop watch and calling whistle.
2. It is his/her duty to start the bout by giving the whistle.
3. She/he has to count the rounds of the bout also.
4. It is his/her duty to stop the stop watch, whenever center referee stops
5. Instructor/ Judges/Time Keeper who is leading the grid will stop participants when time has expired in case of all events.

Article No.-23

Decision

1. If a player is unfit because of injury in the bout or any other physical reason, the referee can stop the bout and opponent will be declared the winner with the permission of chief jury.
2. If a player fails to respond after central referee's 3 times calling, opponent is declared as winner.

Article No.-24

Injuries & Accidents in Competition

1. Central referee will inform to the judges & chief jury, the causes of injury.
2. In case of serious injury, first aid should be provided to the injured player.

Article No.-25

Protest

In case of any objection, team must deposit some amount to technical committee. After finishing the event, technical committee will take action to find the result.

1. For protest fee Rs. 1000/-

Article No.-26

Air shield Drill

Air Shield - It is made up of a bag filled with air approx 70% in a tube is called air shield. It is used in Choi Kwang Do as an equipment. Even, it is used in competitions of Choi Kwang Do as well to make an event to promote a healthy and non-injury competition.

Front Part

Back Part

Air Shield is used in sgfi competitions as an equipment to make a new event is called air shield drill. This event is a revolution in martial art world. As other stuffs of martial arts still believe in fights but with some rules and regulations. Restriction to the rules of fighting do not enhance the practical self defense skills. Therefore, air shield drill improves practical self defense skills.

Note : Only front part of air shield is used to attack.

Steps of way of holding air shield :-

1. Person is holding air shield in his/her right / left hand.

2. He/she is putting his/her left/right leg in front.

3. He/she, with his/her left/right hand holding the downward stripe which is at the left/right side and pulling it towards his body tightly.

1. Air Shield Drill is essential for developing and concentrating strength, power Anaerobic capacity for self- defense.

All CKD target training uses equipment such as focus mitts, shields and bags to develop speed, power and accuracy for self-defense, and enhance our nervous system, muscles, tendons, ligaments and bones. With target training, the follow through motion is altered because of the target's resistance. When we hit a target, information is relayed to the brain through Proprioception. Proprioceptors transmit a constant flow of information to the central nervous system, which allows the CNS to change our movement as necessary and provides us with automatic reflexes. Target training also develops aerobic and fitness, and confidence in their ability to stop an attacker. However, since the body can easily become over fatigued in target training, the exercises must be performed with lower levels of intensity, frequency and duration (under one minute), with adequate rest periods. Punching a bag with less intensity and less power, but with more repetitions (aerobically) can develop endurance. Freely kicking, punching and striking a target that is moving in different directions in order to develop an aerobic capacity, speed and power for self-defense.

This event has a total of 2 rounds.

Round 1:

1. All participants from a given age group (2 perform at a time).
2. The scores from each round will be totaled and recorded, but not revealed.

3. At the end of round 1, scores are added together and those who score in the top 50% will progress to the next level. In the event of disqualification that person does not move to the next level, regardless of score.

Round 2:

1. Top 50% from round 1 perform (2 at a time).
2. The scores from each round will be totaled and recorded, but not revealed.
3. Judges' scores will determine 1st 2nd & 3rd place.
4. In case of a tie, use the scores from round 1 to determine tie breaker. If there is still a tie, 2 students perform 3rd time and determine winner.

Article No.-27

Duration of Bout

In any kind of competition, for:-

Sub Junior	-	U- 14	-	30 sec
Junior &	-	U- 17	-	45 sec
Senior		U - 19	-	45 Sec.

Article No.-28

Signal of Referee

1. This picture indicates that central referee is pointing for calling the players to their positions.
2. Central referee points the players to the judge and command for bow.
3. Players face to air shield holders.
4. Players come to proper stance (Right front Stance).
5. Central referee takes the permission of judges to commence the bout by indicating thumb to them.

Article No.-29

Scoring System For Air Shield Drill

Scoring of air shield drill is based on precision: Proper technique; sequential motion. Variety: Using all techniques. Combinations: Quick and smooth, little repositioning. Dynamics : Energy, Power and loud kihaps.

Article No.-30

Fouls

1. On hitting to air shield holder participant will get negative marking.
2. On every hitting to air shield holder participant will get -1/2 point.
3. On hard hitting to air shield drill holder in starting , the player will be disqualified.
4. All the corner judges will give their marks after deducting the negative marking from the total marks of the participant and chief jury will also do same and will add the total marks.
5. If a player loses his balance, he will not get point in his balance.

Precision	10 Marks
Combinations	10 Marks
Speed & Power	10 Marks
Variety in action	10 Marks
Dynamics	10 Marks

Article No.-31

Declaration of Winner

1. Judges' scores will determine 1st, 2nd & 3rd place.
2. In case of a tie, use the scores from round 1 to determine tie breaker. If there is still a tie, 2 students perform 3rd time and determine winner.
3. After the final bout of a particular weight category, the players will be asked the question related to air shield drill & on the basis of their performance & knowledge, winner will be declared.

Article No.-32

(ARTICLE NO. 32 DELETED)

Pattern /Speed Drill competition under 14 Boys/Girls	Pattern / Speed Drill competition under 19 Boys/Girls
10-11 years	15-17 years
12-13 years	17-19 years
14 years	

1. There are 4 age categories in U-14 in Pattern & Speed Drill.
2. There are 2 age categories in U-19 in Pattern & Speed Drill.
3. A student can participate in 1 age category and 1 event only in all level of competitions.
4. Any Player can play in next age category even if she/he is few months above his exact age

· For Example: - Age category 10-11 Yrs.

· If a player is of 11years 3 months, then he/she will play in next age category 12-13 yrs.

Article No.-33

(ARTICLE NO. 33 DELETED)

Pattern is a combination of Choi Kwang Do basic techniques in a logically structured design. Pattern places the practitioner into a defensive mode to guard against and be able to counter any attack or act of aggression.

Patterns are taught for three primary reasons: -

1. To develop ***self- Defense skills***: - Patterns reeducate the central nervous system and cause it to constantly improve neuromuscular efficiency and precision. With regular practice, students can refine Choi Kwan Do bio mechanical techniques and dramatically improve their ability to generate force. Speed, agility and power are all developed through patterns.

2. To increase ***aerobic and/ or anaerobic capacities***:- Patterns are excellent for developing cardiovascular and respiratory conditioning when practiced with moderate intensity:70-80% of maximum heart rate for 20-30 minutes about three times a week. The fat burning zone for pattern training requires a slightly lower intensity: 60-70% maximum heart rate, training more frequently, and practicing longer than with cardiovascular pattern training.

3. To attain a ***greater level of health and fitness***: - CKD patterns are a physiological duet of hands and feet. The leg muscles are big and powerful, and they use more oxygen, so kicks are an excellent way to elevate the heart rate and work the cardiovascular system. Hands are used for punching and blocking. The hands and feet together allow the cardiovascular and respiratory systems to open up better and become more efficient. This duet also burns more calories. The movements are primarily contra lateral (E.G when you punch with your right hand, your left leg is forward) and designed to work right and left sides equally, employ both arms and legs.

This event has 2 rounds :

Round 1:

1. All participants from a given age group (2 perform at a time).
2. The scores from each round will be totaled and recorded, but not revealed.
3. At the end of round 1, scores are added together and those who score in the top 50% will progress to the next level. In the event of disqualification that person does not move to the next level, regardless of score.

Round 2:

1. Top 50% from round 1 perform (2 at a time).
2. The scores from each round will be totaled and recorded, but not revealed.
3. Judges' scores will determine 1st, 2nd, 3rd & 4th place.
4. In case of a tie, use the scores from round 1 to determine tie breaker. If there is still a tie, 2 students perform 3rd time and determine winner.

Article No.-34

Players (ARTICLE NO. 34 DELECTED)

For age groups-

10-11 yrs	-	Yellow Senior Belt pattern has to perform
12-13 yrs	-	Gold Senior Belt pattern has to perform
but less than14 yrs	-	Orange Senior Belt pattern has to perform
15-17yrs	-	Green Senior Belt pattern has to perform
17-19yrs	-	Blue Senior Belt pattern has to perform

1. All CKD players from yellow senior belt and above are eligible to participate.
2. Participants should have their respective belt certificates of CKD in which they would be performing.
3. Pattern competition will be performed with music.
4. Pattern will be finished right & left side in single command of referee.
5. It means no extra command will be given for other side else marks will be deducted in memorization and precision.
6. Participant is not allowed to perform highest pattern than his own belt rank with the only exception being a student who just received a promotion within the prior 30 days.

Article No.-35

Time Duration

For colour belts has to finish within 60 seconds.

Article No.-36

Signals of Referee

1. This picture indicates that central referee is pointing for calling the players to their positions.
2. Central referee points the players to the judge and command for bow.
3. Players come to right front stance
4. Central referee says pattern start.

Article No.-37

Scoring System For Pattern

1. **Memorization**: - The student's highest 4-directional pattern must be completely memorized and performed without

hesitation.

2. **Precision**: - Clearly observable sequential motion and accurate line of movement must be demonstrated.
3. **Balance/Posture/Stance**: - Proper guard, pivots, stances, dodges and show of stability must be demonstrated.
4. **Rhythm**: - Instead of a monotonous progression of techniques at a constant pace, students should go through their pattern with the proper timing and flow.
5. **Dynamics**: - High energy, use of the entire body and loud kihaps must be exhibited at the right times.

Memorization	10 Marks
Precision	10 Marks
Balance/Guard	10 Marks
Pace/Rhythm	10 Marks
Dynamics	10 Marks

Article No.-38

Declaration of winner

1. Judges' scores will determine 1st, 2nd & 3rd place.
2. In case of a tie, use the scores from round 1 to determine tie breaker. If there is still a tie, 2 students perform 3rd time and determine winner.
3. After the final bout of a particular weight category, the players will be asked the question related to pattern & speed drill on the basis of their performance & knowledge, winner will be declared.

Article No.-39

(ARTICLE NO. 39 DELETED)

Speed Drill is a combination of Choi Kwang Do basic techniques in a logically structured design speed drill places the practitioner into an offensive mode to counter against imminent attack or act of aggression.

1. Speed Drills are designed to develop self- defense skills with different opponent different environments.

Speed Drills are offensive techniques which are practiced primarily with an imaginary opponent but can also be practiced with a partner (with or without focus mitts). They allow practitioners to develop the neuromuscular responses necessary for anaerobic fitness, speed and agility with different movements and techniques. An individual's ability to react in a self-defense situation will depend on the central nervous system, because it dictates muscle response.

Speed Drills develop fast combination of hand-and-leg techniques and dodges are incorporated. We use anaerobic drills to allow for greater recuperation. If a practitioner performs speed drills an anaerobically for 10 seconds , he or she is going to need 2-4 times the amount of time spent drilling (20-40 seconds) for rest. Recuperation periods may need to be even longer, depending on the individual.

Speed Drills develop coordination, important balance, and stimulate the basal ganglia (an area of the brain influential in the control and commencement of voluntary, repeated movements). Speed Drills are an essential part of the Choi Kwang Do system, because self-defense skills must be instinctual to be effective.

Speed Drills can be performed aerobically for endurance, but they are fundamentally for anaerobic training. They can be performed with or without focus mitts and air shields. Even though speed drills are a combination of a movements or a connecting motion, target may still be used. Because Choi Kwang Do movements are bio-mechanically correct, maximum speed and agility can be increased.

Speed Drills can be practiced in three ways:

1. In the air, without a partner.
2. With a partner in order to imagine a more realistic opponent (a non contact drills, but wearing equipment for safety).
3. With focus mitts (prearranged) for accuracy, power, speed and agility.

This event has 2 rounds :

Round 1:

1. All participants from a given age group (2 perform at a time).
2. The scores from each round will be totaled and recorded, but not revealed.
3. At the end of round 1, scores are added together and those who score in the top 50% will progress to the next level. In the event of disqualification that person does not move to the next level, regardless of score.

Round 2:

1. Top 50% from round 1 perform (2 at a time).
2. The scores from each round will be totaled and recorded, but not revealed.
3. Judges' scores will determine 1st, 2nd & 3rd place.
4. In case of a tie, use the scores from round 1 to determine tie breaker. If there is still a tie, 2 students perform 3rd time and determine winner.

Article No.-40

(ARTICLE NO. 40 DELETED)

For age groups-

10-11 yrs	- Yellow Senior Belt Speed drill has to perform
12-13 yrs	- Gold Senior Belt Speed drill has to perform
but less than14 yrs	- Orange Senior Belt Speed drill has to perform
15-17yrs	- Green Senior Belt Speed drill has to perform
17-19yrs	- Blue Senior Belt Speed drill has to perform

1. All CKD players from yellow senior belt and above are eligible to participate.
2. Participants should have their respective belt certificates of CKD in which they would be performing.
3. Speed drill competition will be performed with music.
4. For colour belts, participant will perform left side, than right side, then turn back and continue until time reaches to 30 seconds.
5. Participant is not allowed to perform highest speed drill than his own belt rank with the only exception being a student who just received a promotion within the prior 30 days.

Article No.-41

Time Duration

For colour belts the participant has to continue till 30 seconds.

Article No.-42

Signal of Referee

1. This picture indicates that central referee is pointing for calling the players to their positions.
2. Central referee points the players to the judges and command for bow.
3. Players come to left front stance
4. Central referee says speed drill left side start.

Article No.-43

Scoring System For Speed Drill

1. **Memorization**: - The students highest speed drill must be completely memorized and performed without hesitation.
2. **Precision:** - Clearly observable sequential motion and accurate time of movement must be demonstrated.
3. **Balance/Posture/Stance**: - Proper guard, pivots, stances, dodges & show of stability must be demonstrated.
4. **Speed**:-For a given age group and belt level, there will be a designated number of times the speed drill must be completed (one complete speed drill consists of finishing both sides).
5. **Dynamics**: - High energy, use of the entire body, and loud kihaps must be exhibited at the right times.

Memorization	10 Marks
Precision	10 Marks
Balance/Guard	10 Marks
Speed	10 Marks
Dynamics	10 Marks

Article No.-44

Prizes

In competition, participant will be awarded in four different positions:-

1st Position	Gold Medal
2nd Position	Silver Medal
3rd Position	Bronze medal
4th position	No medal

1. Team Champion will be elected according to their medals gained by participants.
2. Marks for their respective medals are:-

Gold Medal	3 Marks
Silver Medal	2 marks
Bronze medal	1 marks
4th place	0 Marks

3. Finally 3 team champions will be executed out of all and will be awarded as 1st, 2nd & 3 positions with their medals after the medals tally, separately (boys & girls).

   Note : In the medals tally, if 2 teams have equal points, then no. of gold medalist of the team will be winner, then silver & bronze.

Article No.-45 Score sheet of Pattern for Chief Jury

Pattern U_____Age _____To_____Years

Name of Chief Jury _____
_____ ID. No. _____

	Name of Participants (country/state/district/school)	Rank	Round 1						Round 2					
			Memorization	Precision	Balance/Guard	Pace/Rhythm	Dynamics		Memorization	Precision	Balance/Guard	Pace/Rhythm	Dynamics	
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
13														
14														
15														
16														
17														
18														
19														
20														
21														
22														
23														
24														
25														
26														
27														
28														
29														
	Chief Jury 2 (Id No_____) total points R1_____, R2 ____ Corner Judge 1 (Id No_____)total points R1_____, R2 ____ Corner Judge 2 (Id No_____) total points R1_____, R2 ____ Grand Total Points R1_____, R2 _____		Chief Jury : Tournament Director :											

Article No.-45A Score sheet of Pattern for Corner Judge

Pattern U_____Age _____To_____Years															
Name of Chief Jury _____ _____ ID. No. _____			Round 1						Round 2						
	Name of Participants (country/state/district/school)	Rank	Memorization	Precision	Balance/Guard	Pace/Rhythm	Dynamics		Memorization	Precision	Balance/Guard	Pace/Rhythm	Dynamics	
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
13														
14														
15														
16														
17														
18														
19														
20														
21														
22														
23														
24														
25														
26														
27														
28														
29														
	Grand Total Points R1_____ R2_____		Chief Jury : Tournament Director :											

Article No.-46 Score sheet of Speed Drill for Chief Jury

Speed Drill U_____Age _____To_____Years			Time_____Date_____												
Name of Chief Jury _____ _____ ID. No. _____			Round 1						Round 2						
	Name of Participants (country/state/district/school)	Rank	Memorization	Precision	Balance/Guard	Speed	Dynamics		Memorization	Precision	Balance/Guard	Speed	Dynamics	
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
13														
14														
15														
16														
17														
18														
19														
20														
21														
22														
23														
24														
25														
26														
27														
28														
29														
	Chief Jury 2 (Id No_____) total points R1_____, R2 ____ Corner Judge 1 (Id No_____)total points R1_____, R2 ____ Corner Judge 2 (Id No_____) total points R1_____, R2 ____ Grand Total Points R1_____, R2 _____		Chief Jury : Tournament Director :												

Article No.-46A Score sheet of Speed Drill for Corner Judge

Speed Drill U_____Age _____To_____Years Time_____Date_____

Name of Chief Jury _____

_____ ID. No. _____

	Name of Participants (country/state/district/school)	Rank	Round 1						Round 2					
			Memorization	Precision	Balance/Guard	Speed	Dynamics		Memorization	Precision	Balance/Guard	Speed	Dynamics	
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
13														
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16														
17														
18														
19														
20														
21														
22														
23														
24														
25														
26														
27														
28														
29														
	Grand Total Points R1_____ R2_____		Chief Jury : Tournament Director :											

Article No.-47 Score sheet of Air Shield Drill for Chief Jury

Air Shield Drill U_____Wt. _____To_____kg.			Time_____Date_____												
Name of Chief Jury _____ _____ ID. No. _____			Round 1						Round 2						
	Name of Participants (country/state/district/school)	Rank	Precision	Combinations	Speed & Power	Variety in Action	Dynamics		Precision	Combinations	Speed & Power	Variety in Action	Dynamics	
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														
11														
12														
13														
14														
15														
16														
17														
18														
19														
20														
21														
22														
23														
24														
25														
26														
27														
28														
29														
	Chief Jury 2 (Id No_____) total points R1_____, R2 ____ Corner Judge 1 (Id No_____)total points R1_____, R2 ____ Corner Judge 2 (Id No_____) total points R1_____, R2 ____ Grand Total Points R1_____, R2 _____		Chief Jury : Tournament Director :												

Article No.-47A Score sheet of Air Shield Drill for Corner Judge

Air Shield Drill U_____Wt. _____To_____kg.			Time_____Date_____												
Name of Chief Jury _____ _____ ID. No. _____			Round 1						Round 2						
	Name of Participants (country/state/district/school)	Rank	Precision	Combinations	Speed & Power	Variety in Action	Dynamics		Precision	Combinations	Speed & Power	Variety in Action	Dynamics	
1														
2														
3														
4														
5														
6														
7														
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18														
19														
20														
21														
22														
23														
24														
25														
26														
27														
28														
29														
	Grand Total Points R1_____ R2_____		Chief Jury : Tournament Director :												